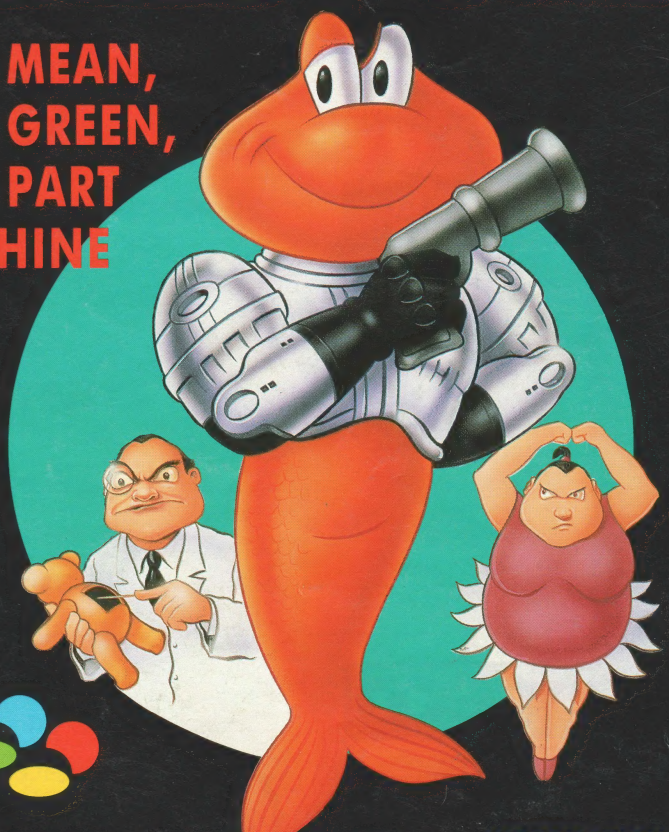
SNSP - J5 - UKV

SUPER JAMES POND™

HE'S MEAN,
HE'S GREEN,
HE'S PART
MACHINE

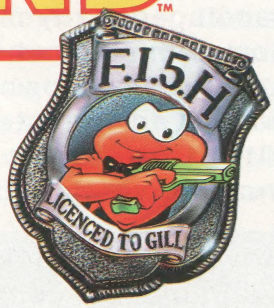


SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

INSTRUCTION
BOOKLET

ocean

SUPER JAMES POND™



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HE'S MEAN, HE'S GREEN, HE'S PART MACHINE

OCEANIC TIMES

MAYBE TAKES OVER TOY FACTORY AND HOLDS WORLD TO RANSOM!

In a new bid for world domination, the evil Doctor Maybe has taken over the main North Pole based toy factory and has sabotaged many of the games destined for homes throughout the world. His demands are not yet known, but world leaders are having an urgent meeting to discuss the situation in an effort to avert his treacherous threats.

Government spokesmen have not been available for comment; however, we do know that the President has cancelled all meetings and this morning left for Washington where it is believed he will be meeting up with other world leaders.

Rumours emerged from The White House last night that security services have been put on alert and that the highly secretive and successful F.I.5.H. underwater espionage agency has been contacted.

Doctor Maybe strikes dread in the hearts of us all, but having been thwarted in the past by F.I.5.H., it was believed that he had given up all hope of future dastardly activities. But it is now evident that his earlier failures have made him more determined than ever to dominate the world stage.

President of North Pole Toys Inc., S. Claus, who narrowly escaped from Maybe's evil clutches and first brought the news to Oceanic Times, said last night, "This is terrible news, our whole year's supply was ready for dispatch when we were overwhelmed by Maybe and his gang." Pressed further by our top reporter Lewis Lean, Claus said that he had little faith in world governments to solve the problem and that the only

Dr. Maybe

way to ensure world safety this Christmas was to let F.I.5.H. deal with the problem.

Lewis Lean, the only known person outside the World leaders to have made contact with F.I.5.H. speculates that they will have to put their top agent onto the case, James Pond. He's dealt with Maybe before and knows how his evil and devious mind works. However, Pond has been out of circulation for a while since his last encounter with Maybe and is rumoured to have been involved in a highly intensive training program.

We will keep you informed on any further developments. In the meantime, the world waits with bated breath for Maybe's next move. It seems that our only chance now lies in the capable fins of the aquatic super hero, James Pond.

Wherever you are Pond, our hearts are with you.

TOP SECRET

BRIEFING DOSSIER

READ AND THEN DESTROY

TO: James Pond
CODENAME: RoboCod
SECTION: Oceania 007
FROM: "F"
SECTION: F.I.5.H. Headquarters
DATE: 23.12.92

Pond:

Dr. Maybe is back! We have learned from Washington and the Kremlin that he has taken over the central toy factory on the North Pole and has sabotaged an unknown number of toys disguised as penguins with tiny but lethal explosive charges. If they are not defused within 48 hours they will be distributed throughout the globe and wreak havoc throughout Christmas.

Your mission is tough but straightforward. Infiltrate the factory and free the penguins.

Here are your mission assignments. They include all the information we've been able to get from our spies inside the factories. Remember, we don't have the keys to each factory, but when you rescue the toys in one, Maybe's short circuited security system unlocks the next door for you!

We have been informed that there is a factory section, hidden on the blueprint plans of the castle. We can give you no information of its whereabouts, but this section must be found to fully complete your task.

You will need your new RoboCod Robosuit to aid you in your mission, so dust it off and get ready!

GOOD LUCK!

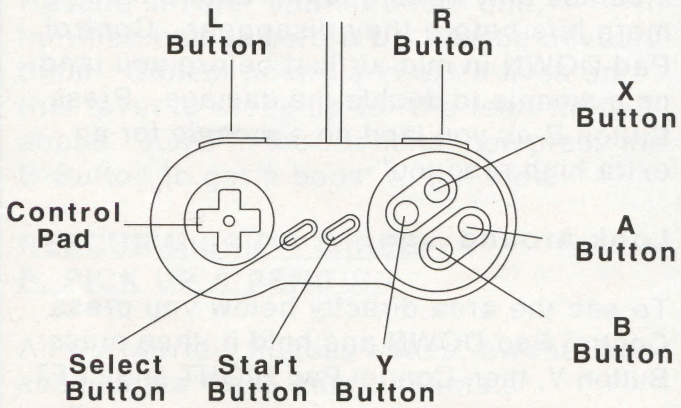
"F"

GETTING STARTED

Insert the Game Pak into the Super Nintendo Entertainment System and turn the power switch ON. The title screen will appear. Press the START button to begin the game.

CONTROLS

Pond, we realize that your Robosuit will take some getting used to, so we've compiled this short list of instructions to help you adjust quickly.



Stretch Yourself

Press and hold Button Y to stretch up. If you extend to a ledge, release Button Y to grab it, then Control Pad RIGHT or LEFT to move sideways. Your body automatically snaps up! If one of Maybe's Meanies bites your tails while you are stretching, you'll snap back down, so time your stretching carefully (for long-distance stretching, try wiping out the meanies around you before you begin stretching).

Mast Maybe's Meanies

To land on a meanie, press Button B to jump up and Control Pad RIGHT or LEFT to position yourself over them. Some meanies only need one hit, others take more hits before they disappear. Control Pad DOWN in mid-air just before you land on a meanie to double the damage. Press Button B as you land on a meanie for an extra high rebound!

Look Around

To see the area directly below you press Control Pad DOWN and hold it, then press Button Y, then Control Pad RIGHT and LEFT.

RESCUE MISSIONS

RESCUE MISSION ONE: A SPORT TO CATCH A MACKEREL!

Jump over ping-pong bats and volleyballs, then stretch high above giant boxing gloves and golf clubs to clobber Dr. Maybe's servants of destruction. If you're lucky enough to find an airplane, just jump in the cockpit and fly! Our spies tell us that this is where Maybe has hidden one of the sets of wing attachments for your Robosuit.

RESCUE MISSION TWO: CUDDLY, CUTE AND CANNONTANKEROUS!

Rescue sinister stuffed bears and horrified hippos before Dr. Maybe devours them! Collect points and extra lives on this level to stock up for the lean times ahead. Jump in the cannons then press the B-Button to get a boost to the tops!

RESCUE MISSION THREE: P, PICK UP A PENGUIN

All the world's holiday cakes, sweets and cookies are made here in Santa's confectionery factory. Battle half-baked

cherry Pie Soldiers and Maybe's mutant caterpillars to make the sour sweets edible again. If Barber Pole exits aren't getting you anywhere, look for secret pits and tunnels.

RESCUE MISSION FOUR:
CRAZY CARS AND CRANKING COGS!

Model trains, hungry cars, and crazed wind-up wheels chase you through the ins-and-outs of the mechanical toy factory! Remember, Dr. Maybe has a screw loose so stay on the tips of your fins! Use the dolls and small trains to bounce up to the goodies out of reach.

RESCUE MISSION FIVE:
BUBBLES AND BATHTUBS!

There's only one way to rescue the toys made especially for bathtime - in the bathtub. Bump the very first mystery block you see and a tub pops out for you to use. Press B-Button to jump in, then fly up. Be sure to check near the bottom for Pond heads (extra lives) - you're constantly moving so pay close attention!

RESCUE MISSION SIX: BATTY BOARD GAMES

Vicious chess pieces and evil dominoes abound in the board games factory. Defeat legions of snakes and climb high ladders to rescue hostage toys from the hands of Dr. Maybe. Use your super stretchability to reach secret rooms and rescue unhappy toys hidden among the cards and dominoes.

RESCUE MISSION SEVEN: CASTLE CASTELLATIONS!

Run across blocks and escape angry flowers to get over the obstacles outside the castle. Leap on castle window sills to reach the top of the castle and save the toys! Flowers only attack when you get too close, so try to stay as far away from them as you can!

RESCUE MISSION EIGHT: MUSIC MAESTRO PLEASE!

Stereo systems, paintbrushes and typewriters were never as unfriendly as this! Work your way through this factory of the arts and don't waste time. When you're running on sheet music, tease enemies forward before jumping to the next bar.

RESCUE MISSION NINE:
BIG TOP, BIG HOP!

Big tops and clowns turn into big problems and frowns in Dr. Maybe's circus! Get shot out of a cannon and into adventure while collecting all you can. You're almost ready to confront Dr. Maybe! We were not able to obtain any secret information about this factory, so you'll have to complete this mission on your own.

Good luck Pond.

PLAYING THE GAME

Each factory is guarded by Dr. Maybe's el-cheapo security system. Why was it so cheap? Because it doesn't work in the frozen wasteland of the Arctic. The system has short-circuited, allowing you to pass freely from one factory to the next, but only in order from the ground up. Explore the castle rooftops - you may find some very interesting nooks and crannies!

Barber Pole Exits

To exit most rooms, walk to the Barber Pole Exit when it's flashing. Sometimes you have to collect all Penguin Bombs in a room before the exit flashes, sometimes you won't (in a secret bonus room, for instance, the exits are always flashing). There is more than one way to exit many rooms.

Bonus Blocks

Bump these blocks from underneath for surprises good and bad. If a meanie pops out, RUN! If a car, plane or bathtub pop out, jump in and press B to fly.

Remaining Chances

This tells how many chances you have left to finish the game. On one hand, the Cod counts down your chances to catch Dr. Maybe. In the other hand, he holds batteries for the Robosuit. Each time one of Maybe's Meanies touches you, you lose a battery. When you're out of batteries, the suit quits working and you lose a chance. Stock up on batteries by collecting stars.

Penguin Bombs

Dr. Maybe's bombs have been disguised as penguins to hinder your rescue attempts. There are Penguin Bombs on most levels and you must deactivate all bombs on a level before the Barber Pole Exit flashes.

HIDDEN TREASURES

Pond, there are all manner of objects hidden throughout the factories. Most objects will give you a certain amount of points to improve your rating as an underwater agent. Earn 500,000 points, and you'll get an extra chance. BUT, there are a few objects listed below with special significance.

Power Stars

Pick up Power Stars for an extra Robosuit battery.

Bullet-Proof Armour

Dr. Maybe has scattered suits of armour around different areas of the factory. When you pick one up, a sparkling shield of protection temporarily surrounds you against Maybe's meanies.

Wing Attachments

Before our scientists could attach your wings, Maybe's meanies stole them and took them to different places around the factory. When you pick them up, press Button B to fly up, then Control Pad RIGHT

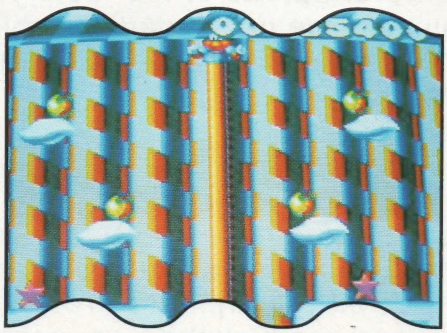
or LEFT to move. Sometimes you'll find a few pairs of wings together. F.I.5.H. recommends that you take one pair and leave the others in case you need them later.

Pond Head

Pick up a Pond Head for an extra life.

Umbrellas

When you fall, you fall fast and hard - that's the price you pay for wearing a ton of steel. Pick up umbrellas you find along the way to slow any falls you have. To manoeuvre mid-fall just press Control Pad RIGHT and LEFT.



HINTS AND TIPS

Use the scroll option to see hidden areas of the map.

Search rooms carefully, there may be more than one exit, and not all of them are obvious.

If at first you don't succeed do try again. The magic word is EXPLORE!

When you complete a level you may find some extra goodies if you look carefully enough.

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